

AMENDMENTS TO THE CLAIMS:

1. (currently amended): A gaming machine having a display means and a game control means arranged to control images displayed on the display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, ~~the gaming machine being characterised in that~~wherein

the display means displays a plurality of movable symbol carriers,

each of at least certain of the carriers carrying a two dimensional symbol which is a representation of ~~at least one~~ polyhedral element, each polyhedral element having a plurality of faces which are visible at any one time with an indicium being carried on each face; and

indicia on at least two of the visible faces of each of the polyhedral elements which are visible at a rest condition of the carriers being taken into consideration in the determination of whether or not a winning event has occurred.

2. (currently amended): The gaming machine of claim 1 in which
the display means is a video display unit; and
the carriers are video simulations of movable carriers with video simulations of the polyhedral elements thereon.

3 (original): The gaming machine of claim 1 in which each carrier has more than one polyhedral element.

4. (original) The gaming machine of claim 3 in which the polyhedral elements are spaced from each other on each carrier such that only one polyhedral element is visible at a time when the carrier is at rest.

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5. (original): The gaming machine of claim 1 in which the game is a spinning reel game.

6. (original): The gaming machine of claim 5 in which each carrier is in the form of a spinning reel carrying at least one of the polyhedral elements thereon.

7. (original): The gaming machine of claim 1 in which each element is fixed with respect to its associated carrier.

8. (original): The gaming machine of claim 1 in which at least certain of the elements are movable with respect to their associated carriers.

9. (original): The gaming machine of claim 8 in which each of said at least certain of the elements is rotatable about at least two axes, an axis parallel to a direction of movement of its associated carrier and an axis transverse to the direction of movement of its associated carrier.

10. (original): The gaming machine of claim 1 in which each element is displayed in a three dimensional format so that at least three faces are visible.

11. (original): The gaming machine of claim 1 in which the indicia carried on the faces of the elements are standard symbols related to the game.

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12. (original): The gaming machine of claim 1 in which the indicia carried on the faces of the elements are special symbols in respect of the game.

13. (original): The gaming machine of claim 1 in which each polyhedral element is substantially cubic in shape.

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Amendments to the Drawings:

An amended sheet 2 of the drawings with the blocks of Fig. 2 labelled is attached.

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